

# LIVE★TWIN

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## 1. Let's★Collab! ♡

Virtual livestreamers by day, phantom thieves who take requests by night, Ki-sikil and Lil-la are raking in the dough! This Deck can do a ton of stuff just by Summoning either **Live★Twin Ki-sikil** or **Live★Twin Lil-la** and it attacks the opponent on multiple fronts. You can win by grinding away every card your opponent plays until they have nothing left to stop you, or you can string them along, draining away their LP when they Summon or attack before stealing away their most powerful monster and using it to finish them off! **Secret Password** and **Live★Twin Sunny's Snitch** make this Deck run very smoothly and consistently by grabbing your key monsters, Spells, and Traps out of your Deck.

You can see a visual version of this Decklist on the NEURON app:

Be sure to return all of the following cards below when your finished Dueling.

- 3 **Live★Twin Ki-sikil** (GEIM-EN013, SR)
- 3 **Live★Twin Ki-sikil Frost** (LIOV-EN017 UR)
- 3 **Live★Twin Lil-la** (GEIM-EN014, SR)
- 3 **Live★Twin Lil-la Treat** (BLVO-EN028, UR)
- 1 **Evil★Twins Ki-sikil & Lil-la** (GEIM-EN017, UR)
- 13 Monsters
  
- 3 **Secret Password** (GEIM-EN020, SR)
- 3 **Live★Twin Sunny's Snitch** (DAMA-EN062, SR)
- 3 **Live★Twin Home** (GEIM-EN018, SR)
- 1 **Live★Twin Channel** (GEIM-EN019, R)
- 2 **Pot of Desires** (TOCH-EN057 R/SDSA-EN029 C)
- 1 **Cosmic Cyclone** (TAMA-EN053 R/SDCB-EN031 C)
- 1 **Harpie's Feather Duster** (EGS1/EGO1-EN022, SR)
- 1 **Monster Reborn** (EGS1-EN023/EGO1-EN024, C)
- 15 Spells
  
- 3 **Evil★Twin Challenge** (GEIM-EN021, R)
- 3 **Evil★Twin Present** (GEIM-EN023, R)
- 3 **Evil★Twin GG EZ** (GEIM-EN022, R)
- 3 **Cynet Regression** (GEIM-EN057, R)
- 12 Traps
  
- 3 **Evil★Twin Ki-sikil** (GEIM-EN015, UR)
- 3 **Evil★Twin Lil-la** (GEIM-EN016, UR)
- 6 Extra Deck Monsters



## **2. Challenge★Time! ♪**

The first thing you need to know about playing this Deck is what you can do when you start with either **Live★Twin Ki-sikil** or **Live★Twin Lil-la**. If you Summon 1 of them while you have no other monsters on the field you can Summon the other from your Deck. From there, you can Link Summon **Evil★Twin Ki-sikil** then use her effect to Summon your “Lil-la” monster from the Graveyard (GY). Then, those 2 monsters can be used to Link Summon **Evil★Twin Lil-la**. Use Lil-La’s effect to Special Summon **Evil★Twin Ki-sikil** back from the GY and use Ki-sikil’s effect to draw 1 card. Then, use the 2 Link Monsters to Link Summon another **Evil★Twin Ki-sikil**. This may seem strange, but it sets you up to bring back **Evil★Twin Lil-la** during your opponent’s turn to destroy 1 of their cards. You can forgo this last step if you have **Evil★Twin GG EZ** in your hand since it lets you Tribute away Lil-la at will.

Depending on what Deck you’re playing against, you might want to Summon one of the “seasonal” variants of Ki-sikil or Lil-la from your Deck at the start of your combo. **Live★Twin Ki-sikil Frost** has an effect that activates in the GY to let you draw a card by piggybacking off an opponent’s effect that adds a card from their Deck to their hand. Card drawing is important for this Deck because you want to draw as many Traps as possible to back up your low-ATK monsters.

There may not be many monsters in this Deck, but once you successfully resolve either of the original “Live ☆ Twin” monsters’ effects, you’ll have access to almost all of the monsters you need and can focus on causing mischief for your opponent. **Live★Twin Home** can Special Summon either of them straight from the Deck, while **Live★Twin Sunny’s Snitch** can add 1 from your Deck to your hand, while applying an LP draining effect to soften your opponent up. **Secret Password** can search for either of these cards, or any of your other “**Live★Twin**” or “**Evil★Twin**” Spell/Trap Cards, so the Deck runs smoothly.

**Secret Password** can also grab **Evil★Twins Ki-sikil & Lil-la** from your Deck if you control both a “Ki-sikil” monster and a “Lil-la” monster. **Evil★Twins Ki-sikil & Lil-la** is tremendously deadly under the right circumstances, so don’t forget that you have access to this card and all it takes is Summoning one of the original “Live ☆ Twin” monsters to get you the 2 Link Monsters needed to Tribute while fulfilling the conditions for the 2200 ATK/DEF boost effect.

It can be tempting to always try to make as many plays as you possibly can every turn, but that’s not always the best possible way to play the Deck. If you have enough Trap Cards, it can be preferable to leave the original “Live★Twin” monsters out alongside Sunny’s Snitch and just drain away your opponent’s LP for a bit before you start unleashing your Traps and Link Monsters. Remember, your opponent doesn’t get a refund for any LP paid to declare an attack even if the attack is negated by **Live★Twin Channel** or stops because you took control of the attacking monster with **Evil★Twin Present**.

Don’t underestimate **Evil★Twin GG EZ!** Being able to tribute your Link Monsters at will lets you really pile it on with the effects of your Link Monsters! Tribute Lil-la during your opponent’s turn, then bring her right back to destroy a card and possibly trigger **Cynet Regression**. Tribute Ki-sikil during your own turn to pump up Lil-la’s ATK and then bring her back to draw a card.

Knowing when to play aggressively and when to hold back and let your opponent overextend is key to succeeding with this Deck, but you’ll have to play for a while to get a feel for it.

### **3. Superchat Reading!**

The effects of the original Ki-sikil and Lil-la that give you LP and force your opponent to pay LP to attack do not start a Chain. Neither does the extra effect of **Live★Twin Sunny's Snitch** that gives you LP and damages the opponent. LP paid to Lil-la in order to declare an attack cannot be refunded.

The structure of **Evil★Twin GG EZ's** effect makes it a little difficult to tell but Tributing 1 "Ki-sikil" or "Lil-la" monster is a cost to activate one of the 2 bullet point effects, not a cost to activate the card itself.

You can still Special Summon **Evil★Twins Ki-sikil & Lil-la** from your GY by Tributing 2 Link Monsters even if it was discarded from your hand with **Live★Twin Home** or the Summon was negated by a card like **Solemn Strike**. This is because the card says it "Must be Special Summoned (from your hand or GY)..." Thus, Special Summoning it from the GY by Tributing 2 Link Monsters is a proper method to Summon it, not an "ignoring the Summoning conditions" type of situation.

On the topic of **Evil★Twins Ki-sikil & Lil-la**, its effect to force your opponent to send cards to the GY until they only control 2 cards does not affect any of the cards on the field, it forces your opponent to take a specific action. Your opponent can send cards they control to the GY that are unaffected by card effects. This Decklist plays only 1 copy of **Evil★Twins Ki-sikil & Lil-la** but if you had a second one and it was in the GY, it would count as having a "Ki-sikil" monster and a "Lil-la" monster in the GY, so your **Evil★Twins Ki-sikil & Lil-la** on the field would gain 2200 ATK/DEF.

### **4. Members Only!**

The first place to go about improving this Deck is to pick the highest impact Trap Cards for the Decks you expect to play against and do some renovation on the Trap lineup. This Deck's current Trap lineup is geared towards simple removal for anything that comes your way, but by specializing and cutting back on the cards you can search for with **Secret Password**, you can target specific strategies you have trouble with and enhance the Deck's overall performance.

It's easy to restart your own strategy after your monsters are destroyed, so mass destruction Trap Cards like **Torrential Tribute** are excellent in this Deck. You can also use **Evenly Matched** to clear out large swathes of cards and leave the remainder vulnerable to **Evil★Twin Lil-la**.

After modifying your Trap lineup, if you find you have a lot of powerful Normal Traps, consider **Trap Trick** to further increase your chances of seeing them.

The next place to look is upgrading your Extra Deck! The "Evil★Twin" Link Monsters lock you into Summoning only Fiends from the Extra Deck for the rest of your turn if you use their revival effects, so you can add "Knightmare" monsters or **Unchained Abomination** to give yourself more ways to play under that restriction. If you're using **Live★Twin Home**, you can only Summon "Evil★Twin" monsters from your Extra Deck. *Burst of Destiny's* **Evil★Twin's Trouble Sunny** is an incredible Link-4 monster with 3300 ATK that you absolutely will not want to miss out on.

You may also want to add a couple of Rank 2 Xyz Monsters to your Extra Deck, like **Sky Cavalry Centaurea**. If you're feeling particularly bold, you could even add 1 **Toadally Awesome** in case you wind up with multiple **Live★Twin Ki-sikil Frost** on the field.